

week 82:	crazy carnival
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This programme is mainly about having fun with a bit of advancement work thrown in as well. There are lots of ideas you can try either as individual games involving the whole pack or they can be run as bases. These are not your typical carnival games ... that is why it is crazy! Most of the games suggested here focus on team work.

Games:

1. Circle: The Hand Game

Everyone must either lie in a circle on their stomachs with their hands in front of them or sit at a table in a circle with their hands in front of them. Either way, have your hands ready to slap a flat surface. Once everyone places their hands directly on the table or ground in front of them, move your right hand in between the person to your right's hands. Thus create an alternating hand pattern. (From left to right) My LEFT hand, then the person on my left's RIGHT hand, then the person on my right's LEFT hand, then my RIGHT hand, and so on. Although it is hard to describe, it's a really simple set-up...To start, one person calls out the tapping direction, either Left or Right, and starts by slapping their hand once on the ground/table. The hand closest to the first slap, in the named direction, slaps the hand, then the next closest, and so on. If hand A slaps, hand B can either single slap or double slap. A single slap keeps the slap going in the correct direction; a double slap sends the slap in the opposite direction. If someone slaps out of turn, they must remove that hand. All other hands stay where they are. When both hands are out, that person is out of the game. The game is over when there are two people left.

2. Team: Target Practice: Eno Splash

(Instead of trying to shoot at a normal target, how about we do something different; this is a crazy carnival after all!)

If weather allows, play this game with the Cubs. One player from team 1 sticks an Eno tablet or anything fizzy to their chin (stick 2 if possible – lasts longer!). Another player from the team uses a water gun/syringe to dissolve the Eno tablet. First Eno tablet gone is the winner. Possibly make a rain poncho out of garbage bags first!

3. Relay: 'Firewalk'



If you don't have lego available, use small pebbles/gravel instead. Play this in relay formation – once one Cub has walked the 'firewalk' (barefoot) then the next Cub goes until all Cubs in the Six have had a turn.

4. **Team/Relay:**

Here are a variety of carnival games you could include in your programme:

Ping Pong toss: Set up 25 plastic cups in rows of five. Let the Cubs try to throw ping pong balls into them. You can create bonus cups by putting a gold star on the bottom of some of the cups.

Stilt racing: Make stilts out of coffee tins. Let the Cubs race on the tins to a designated spot and back again. <http://happyhooligans.ca/tin-can-stilts-classic-childhood/>

Clown dress up relay: Divide Cubs into equal teams. For each team have a box containing a complete costume, each costume should have the same number of pieces (4 or 5 is fun - Shirt pants, big shoes, huge tie, clown nose, wig or mask, etc.) Anything silly that a clown might wear! In turn each player must put on the costume and run to a certain point where they take the costumes off and put them back in the box. They run back to start where the next player repeats the process until one team finishes and wins.

5. **Active:** Buddies

When we go to the Carnival, we must remember the buddy system. Make sure you have a friend or two that you stay with at all times. You need to look out for each other!

Games module: page 39

Sense Training:

1. **Feel:** Place a number of items in a bucket of water (ice water?) – one bucket per Six. One at a time the Cubs will come forward and be told what to find in the water. They need to feel inside the bucket and find the item. Once a Cub from each Six has found the item, the next Cub from each Six will have a turn.
2. **Sight:** Prepare a big picture of a carnival – make sure it is a very busy picture with lots going on. Each Six can get a copy of the picture – or Cubs can work in smaller groups. Have a pre-prepared sheet of items the Cubs need to look for e.g. how many clowns are at the carnival, how many children are eating ice cream, etc.? Look here for possible pictures (have the same picture for each Six) https://www.123rf.com/clipart-vector/amusement_park_rides.html

Yarn:

A Circus Story

Story module: page 41

Craft/Activity:

1. **Activity:** For the older Cubs discuss **passenger safety** in the car They will need to go to the Carnival with their mom or dad in a car and so therefore need to know how to be a safe passenger! For the younger Cubs, maybe cover the fact that although Carnivals are fun and everyone enjoys them, accidents may happen and sometimes you can get a bump on the nose leading to a nosebleed – **how do you treat a nosebleed!**
2. **Activity:** Make Ice Cream!

Instructions: <http://teachnet.com/lessonplans/science/plastic-bag-ice-cream-recipe/>

3. **Handcraft:** Clown puppet

http://www.alphabet-action.com/clown_craft.html

Singing/Play Acting:

1. **Singing:** Ice Cream cartons

When going to the Carnival don't litter – always remember to put your litter into the rubbish bins!

Singing module: page 10

2. **Playacting:** Beat the clock (adapt for a carnival theme)

Playacting module: page 5

Advancements covered:

Silver Wolf:

Aptitude Challenge:

Water Safety - Explain the Buddy System (adapted for the Carnival theme).

First Aid: Show how to treat a bleeding nose

Gold Wolf:

Aptitude Challenge: *Road Safety* - Demonstrate safety as a passenger in a vehicle.